

## CLAIMS

What is claimed is:

1. A method of playing an interactive exchange qualification card  
5 game in which any reasonable numbers of players may participate,  
comprising the following steps:

A. in the first mode of play;

(a) providing a deck of playing cards including  
a predetermined number of like symbol cards and a  
10 predetermined number of cards that are different  
from the like symbol cards;

(b) providing a set of instructions for playing an  
interactive exchange qualification game, wherein the  
instructions and rules related thereto, specify:

15 B. in the second mode of play:

(a) again each player begins with a predetermined number  
of different cards and collects the same number of like symbol  
cards from the other players by means of an exchange of cards;

20 (b) the game controller is required to specify which  
particular card each player may collect when the playing cards are  
initially distributed, otherwise multiple players may decide to  
collect the same, thereby competing cards;

(c) the use of secretly coded cards and the manner of  
winning are the same as in the first mode.

2. A method for playing an interactive exchange qualification card game according to Claim 1, wherein the like symbol card is a World Landmark theme.

5 3. A method for playing an interactive exchange qualification card game according to Claim 1, wherein the like symbol card is the Arc de Triomphe.

10 4. A method for playing an interactive exchange qualification card game according to Claim 1, wherein the like symbol card is the Roman Colosseum.

15 5. A method of playing an interactive exchange qualification card game according to Claim 1, wherein the like symbol card is the Easter Island.

20 6. A method of playing an interactive exchange qualification card game according to Claim 1, wherein the World Landmark theme is the Eiffel Tower.

7. A method of playing an interactive exchange qualification card game according to Claim 1, wherein the World Landmark theme is the Leaning Tower of Piza.

8. A kit for playing an interactive exchange qualification card game in which any reasonable numbers of players may participate, comprising:

A. in the first mode of play:

5 (a) a deck of playing cards including a predetermined number of like symbol cards and a predetermined number of cards that are different from the like symbol cards;

(b) a set of instructions for playing an interactive exchange qualification game, wherein the instructions and  
10 rules related thereto, specify:

(1) each player being dealt a predetermined number of like symbol cards face-up;

(2) playing a number of turns until each player has collected the same number of different cards from  
15 the other players by means of an exchange of cards;

(3) all players with the appropriate collections at the end of the game qualify for a reward as determined by a game controller;

(4) if the number of rewards, and all players do not  
20 get a reward, secretly coded cards are then selected, and players with the secret cards and the appropriate collection qualify for a reward as determined by a game controller;

(5) if a player has an incomplete collection at the end  
25 of the exchange phase of the game, the game controller determines the qualification of the

player to receive a reward and the type of reward  
the player is to receive;

(6) playing a number of turns until each player has  
collected the same number of different cards  
from the other players by means of an exchange  
of cards;

(7) all players with the appropriate collections at the  
end of the game qualify for a reward as determined  
by a game controller;

(8) if the number of rewards, and all players do not  
get a reward, secretly coded cards are then  
selected, and players with the secret cards  
and the appropriate collection qualifying for a  
reward as determined by a game controller;

(9) if a player has an incomplete collection at the  
end of the exchange phase of the game, the game  
controller determines the qualification of the  
player to receive a reward and the type of  
reward the player is to receive;

B. in the second mode of play:

(a) again each player begins with a predetermined number  
of different cards and collects the same number of like symbol  
cards from the other players by means of an exchange of cards;

(b) the game controller is required to specify which  
particular card each player may collect when the playing cards

are initially distributed, otherwise multiple players may decide to collect the same, thereby competing cards;

(c) the use of secretly coded cards and the manner of winning are the same as in the first mode.

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9. A kit for playing an interactive exchange qualification card game according to Claim 8, wherein the like symbol card is a World Landmark theme.

10 10. A kit for playing an interactive exchange qualification card game according to Claim 8, wherein the like symbol card is the Arc de Triomphe.

15 11. A kit for playing an interactive exchange qualification card game according to Claim 8, wherein the like symbol card is the Roman Colosseum.

20 12. A kit of playing an interactive exchange qualification card game according to Claim 8, wherein the like symbol card is the Easter Island.

13. A kit of playing an interactive exchange qualification card game according to Claim 8, wherein the World Landmark theme is the Eiffel Tower.

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14. A kit of playing an interactive exchange qualification card game according to Claim 8, wherein the World Landmark theme is the Leaning Tower of Piza.

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